



“Crackdown” opens path to participate in upcoming “Halo 3” Multiplayer Beta

Gamers are invited to join the fight when the beta goes live this autumn

SYDNEY January 4, 2007 – Microsoft Game Studios and Bungie Studios are ringing in the year with a proverbial bang, as they announce a new way for gamers to receive an invitation to participate in the “Halo® 3” multiplayer beta programme coming this autumn through Xbox Live® Marketplace. Specifically, gamers will be able to receive an invitation by purchasing the highly anticipated Xbox 360™ title “Crackdown™”.

When “Crackdown” hits store shelves on February 22 gamers eager to take home a copy of the explosive action title for Xbox 360 will find marked boxes of “Crackdown” that include an invite to participate in the coveted “Halo 3” multiplayer beta programme when it becomes available. When the “Halo 3” multiplayer beta surfaces in autumn 2007, owners of “Crackdown” with access to an Xbox 360 video game and entertainment system, hard drive and a valid Xbox Live Gold subscription simply need to load their copy of “Crackdown” into their Xbox 360 console and use the disc as a key to download the beta from Xbox Live Marketplace and join the battle in “Halo 3” multiplayer.

The “Halo 3” multiplayer public beta, which is a pre-release version of the multiplayer experience of “Halo 3,” is scheduled for availability in autumn 2007 exclusively on Xbox 360™. The beta also represents an opportunity for gamers to participate in the testing and refinement of the multiplayer gameplay of “Halo 3,” set to be the most anticipated game of 2007. Through the resulting feedback, Bungie Studios will be able to further hone the end result of “Halo 3.”

From Dave Jones, the creative mastermind behind Grand Theft Auto, “Crackdown” is an explosive masterpiece that redefines open-world, free-form gaming in the next generation. Gamers level up their Agent’s strength, agility, firearms, explosives and

driving skills while scaling the fully vertical world of "Crackdown". This MA-rated game incorporates revolutionary co-op gameplay throughout the entire free-form campaign. Players will clean up the streets of a truly interactive world when "Crackdown" hits store shelves on February 22 at a recommended retail price of \$99.95.

Start your training early when the free single player and online cooperative demo of "Crackdown" explodes onto Xbox Live® Marketplace on January 18.

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About Xbox 360

The powerful Xbox 360 video game and entertainment experience delivers amazing games, the next generation of the premier Xbox Live online gaming network, and unique digital entertainment experiences that revolve around gamers. Xbox 360 is expected to be available in nearly 40 countries by the end of 2007. More information can be found online at <http://www.xbox.com/xbox360>.

About Xbox Live

Xbox Live is the first and only unified online entertainment network seamlessly integrated throughout the entire console experience, making it easy for people to find the friends, games and entertainment they want from the moment they power on their Xbox 360 system. Xbox Live connects millions of members across nearly 25 countries to enjoy hundreds of multiplayer games, downloadable games via Xbox Live Arcade, free and premium playable game demos, music videos, and movie trailers, as well as new game levels, characters and vehicles for all their favourite retail games. More information can be found online at <http://www.xbox.com/en-us/live>.

About Bungie Studios

Bungie Studios was founded in 1991 with two goals: to develop games that combine brilliant technology, beautiful art, intelligent stories and deep gameplay, and then sell enough of those games to achieve its real goal of total world domination. Over the past 10 years it has produced games such as the "Marathon Trilogy" and the first two "Myth" games, hailed as classics by critics and gamers around the world. Bungie's "Halo" franchise is an international award-winning action title that has grown into a global entertainment phenomenon, selling more than 14.7 million units worldwide, logging over 800 million hours of multiplayer action on Xbox Live and spawning action figures, books, a graphic novel, apparel, an upcoming film adaptation and more. Bungie is currently at work on "Halo 3," which represents the third chapter in this "Halo" trilogy and is slated for release in 2007. More information on Bungie can be found at <http://www.bungie.net>.

About Realtime Worlds

Realtime Worlds' key staff has a tremendous history of creating some of the world's most innovative and best-selling video games, including the global hit franchises "Lemmings" and "Grand Theft Auto." The development team was hand-picked by David Jones, founder of DMA Design Inc. and the designer and creator of more than 15 hit titles including "Lemmings" and "Grand Theft Auto."

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